

**PATENT AND TRADEMARK OFFICE
BEFORE THE BOARD OF PATENT APPEALS AND INTERFERENCES**

Application No.	:	10/657,650
Applicants	:	Larry J. Pacey et al.
Filed	:	September 8, 2003
Title	:	Gaming Machine Performing Real-Time 3D Rendering Of Gaming Events
TC/A.U.	:	3714
Examiner	:	Matthew D. Hoel
Docket No.	:	247079-000134USPT
Customer No.	:	70243

Mail Stop Appeals
Commissioner for Patents
P.O. Box 1450
Alexandria, VA 22313-1450

REPLY BRIEF PURSUANT TO 37 C.F.R. § 41.37

Dear Sir:

This Reply Brief is filed pursuant to the Appellants' appeal to the Board of Patent Appeals and Interferences ("Board") from the final rejection of claims 30-50 in the July 9, 2009 Final Office Action. (Exhibit B)¹. The statutory period for response is two months from the filing date of the Examiner's March 4, 2010 Answer Brief, and therefore this Reply Brief is being timely filed.

In its initial brief, Applicant argued that: a) the combination of Travis and Schlottmann does not disclose that the simulation rule data and physical object data are selected to produce a pre-selected probability distribution; b) Schlottmann actually teaches creating the model running the simulation and then determining the probability distribution from the created model, which is the opposite of the claims which create the model with a predetermined probability distribution

¹ All references to Exhibits in this paper reference the exhibits in Applicant's initial Appeals Brief